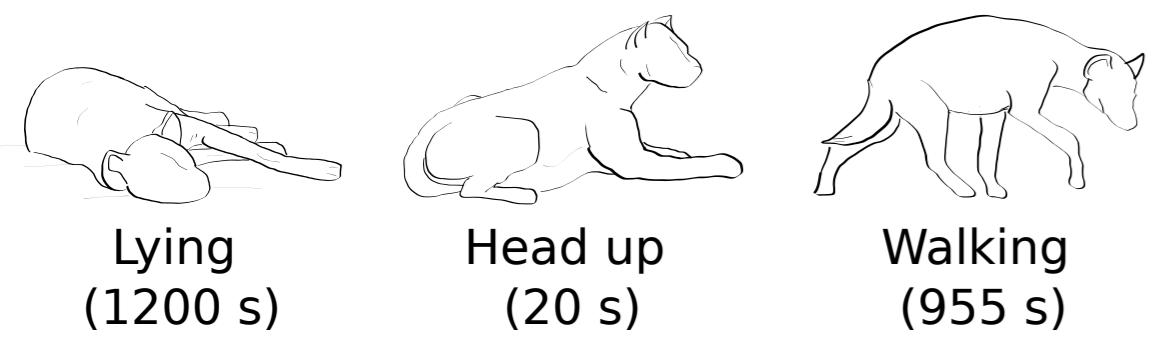
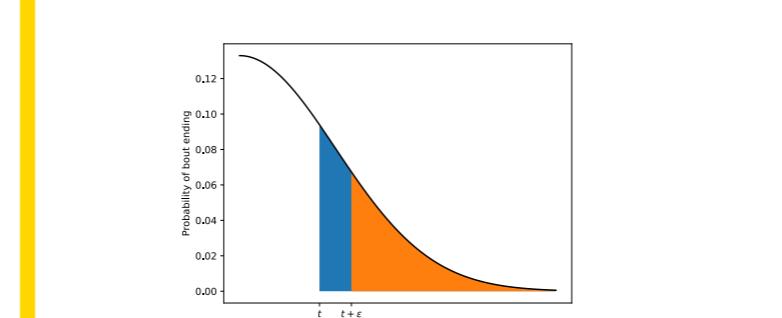


## Animal behavior can be understood as behavioral sequences

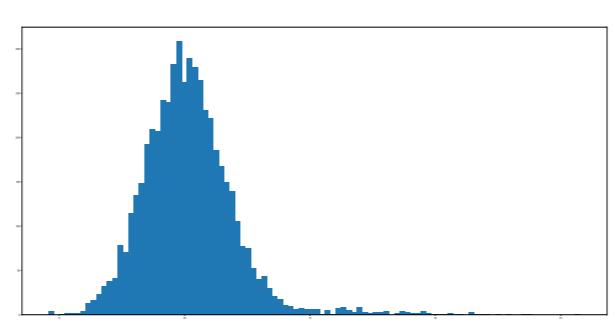


Such behavioral sequences can then be analyzed to find algorithms animals use to make behavioral decisions

## Characterizing behavioral sequences

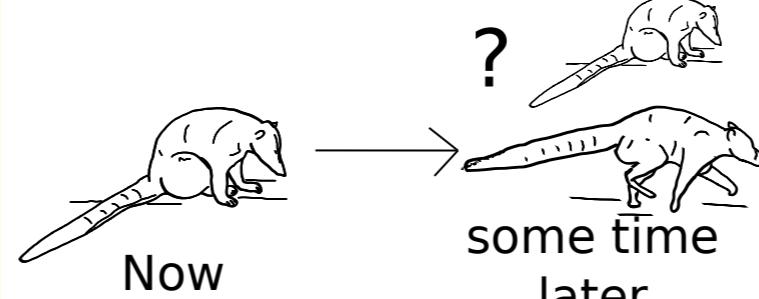


**Predictivity decay** Predicting future behavior based on current behavior



### Hazard Function

Instantaneous probability of a bout of behavior ending



**Bout duration distribution** Probability distribution of the lengths of behavioral bouts

## Question:

Are there general patterns in the temporal organisation of behavior in the wild?

## Approach:

Continuous accelerometry of individuals from 3 species



## Explanation 2: Multi-timescale behavioral processes



Behavioral decisions can be taken at a variety of different timescales, thanks to the hierarchical nature of behavior or the variability of the environment.

# How animals behave:

Sequences of behavior show a common statistical structure across species

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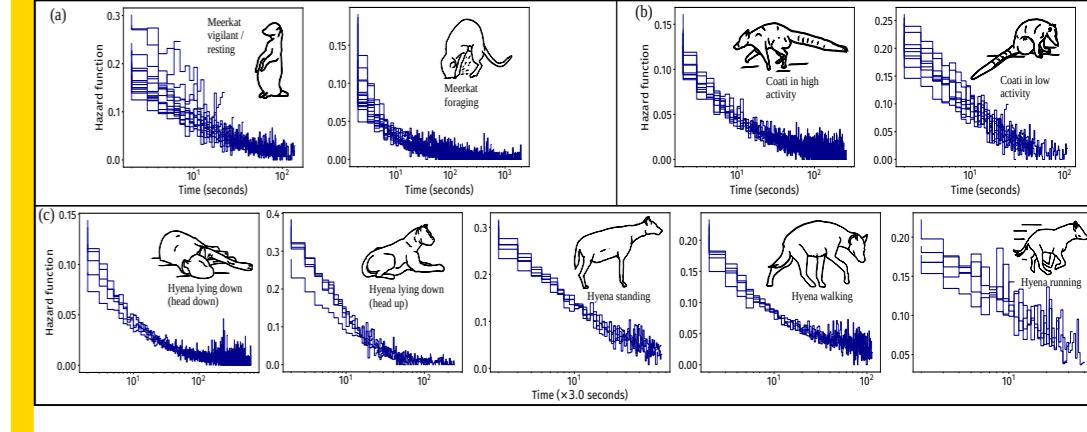


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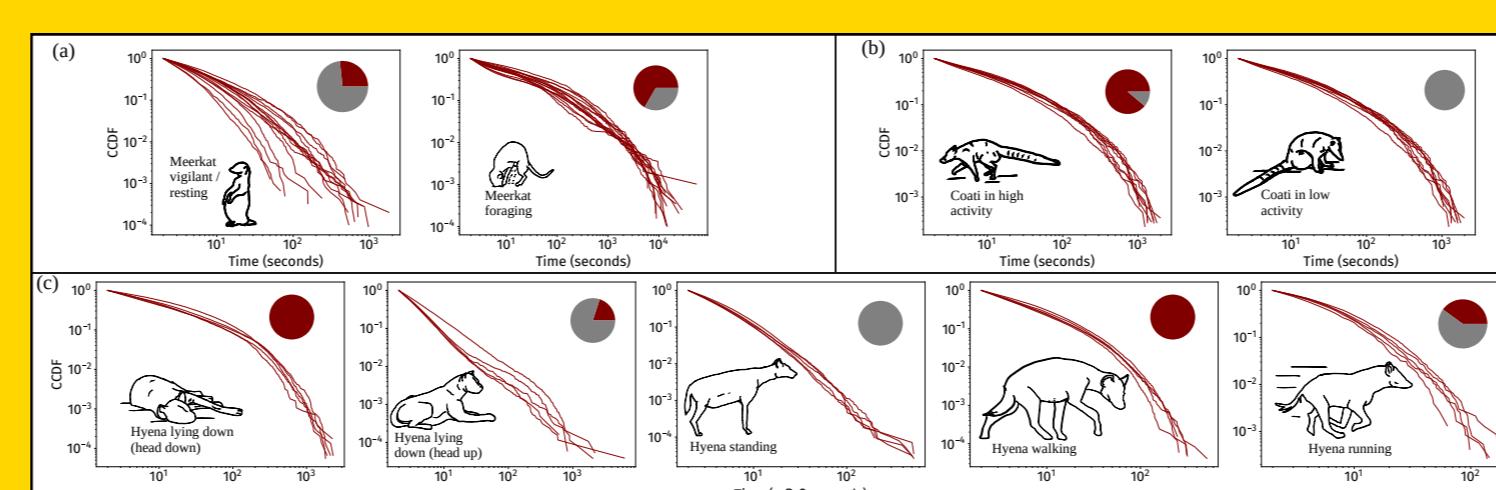
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## Decreasing hazard functions in all behaviors



Long bouts of any behavior tend to get even longer, in all individuals, behaviors, and species

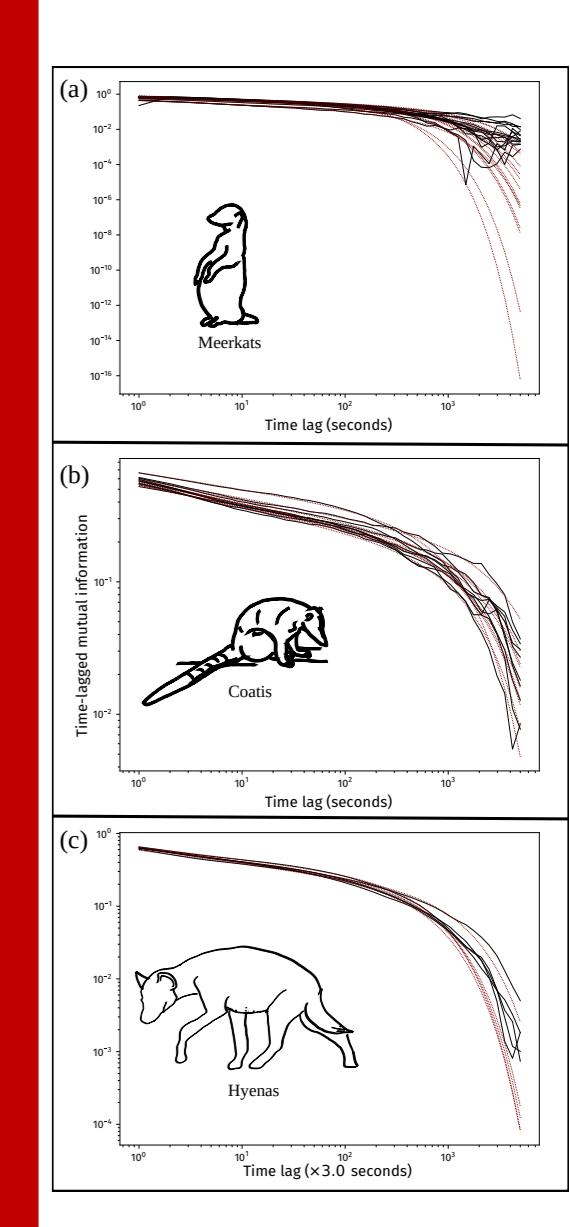
## Heavy-tailed bout duration distributions in all behaviors



Most behavioral bouts are short, but the likelihood of very long bouts is unexpectedly high. Such distributions are often seen in self-reinforcing variables like wealth.

## Scale invariant predictivity decay

Difficult to choose a characteristic time-scale for behavioral processes

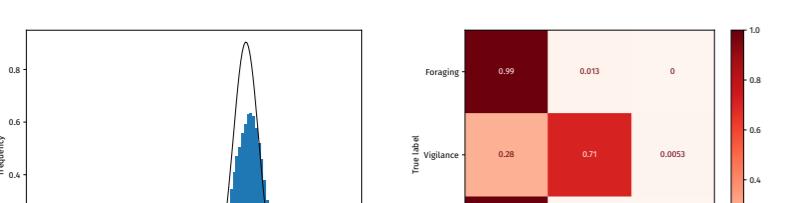


## Explanation 1: Behavioral algorithms have positive feedbacks



Reinforcement (internal, social, or environmental) can lead to the appearance of patterns like these

## Inferring behavior from accelerometers

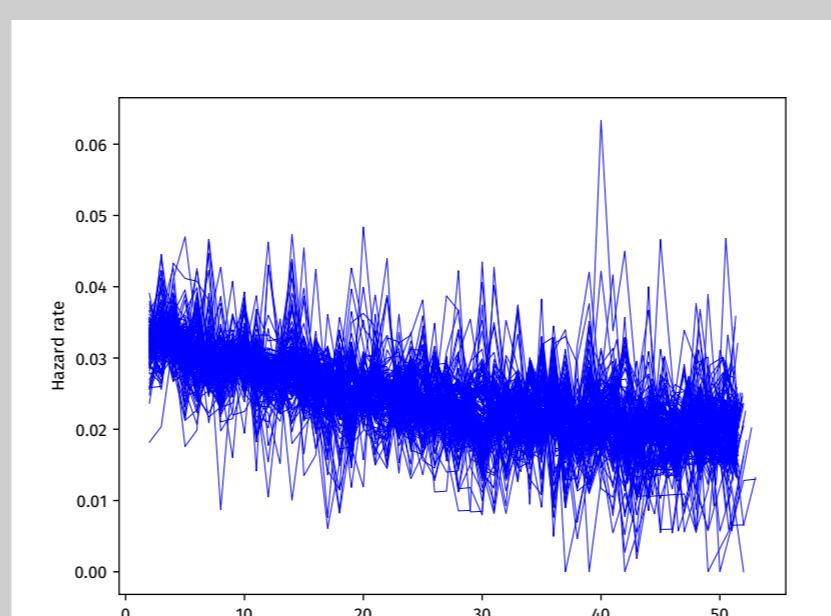


Unsupervised and supervised machine learning approaches

## Effect of classification error

Classifier error likely shortens bout lengths, actually reducing the strength of effects like those described here.

## Social interactions and reinforcement



## Mixtures of time-scales

Specific timescales need to intersect to create the apparent scale invariance and behavioral structure seen here



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